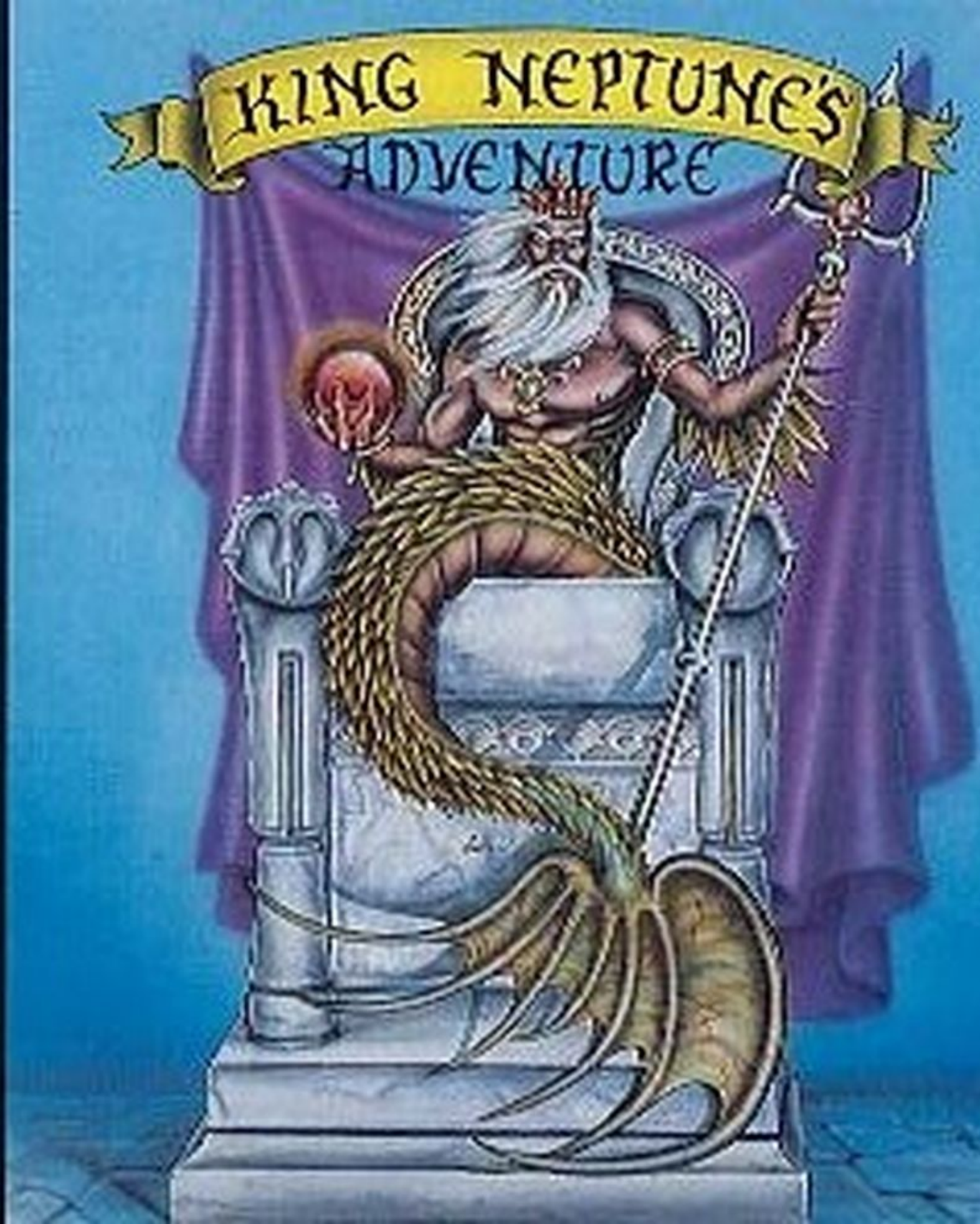
COLOR DREAMS

INSTRUCTION MANUAL



KING NEPTUNE'S ADVENTURE CONTROL SUMMARY

Controls

Arrow Keys:	Controls the direction that King Neptune swims.
Start Button:	Starts the game and pauses the game.
Select Button:	Brings up the Map display.
Button A:	Throws Bolts of Goodness/Detonates Bubble Bombs.
Button B:	Throws Bubble Bombs.
Game Continue:	Hold down Button A and press the Start Button.

Special Objects

Tear Drops:	Tear Drops increase your power and allow you to continue your quest. When you run out of Tear Drops your journey comes to an end.
Sea Horse:	Collect 12 Sea Horses and get an extra life.
Doorways:	Passage ways between the undersea realms. To go through a doorway, enter it from the bottom pressing the Up Arrow Key.
Magic Key:	Some Doorways require you to use a key to enter them.
Bubble Bombs:	Collect them to use when needed.
Dolphin Kings:	They are your friends and will tell you secrets to help you on your quest.

KING NEPTUNE'S ADVENTURE

I. INTRODUCTION

Beneath our great oceans a sinister plan has come to pass. Some creature, nay, some. . . beast has the magical Orb of Peace in its clutches. It was the last and most powerful of King Neptune's Treasures. Slowly over the years 8 of his treasures have been stolen, and now even the magical orb!

The dark shadow of the terrrible deed blackens the hearts of those under the sea because the orb was the last and most powerful of King Neptune's treasures. You as King Neptune must return the Orb of Peace to King Neptune's castle and restore peace to his oceanic kingdom.

Enter this cool liquid world, a fantastic journey awaits you.

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PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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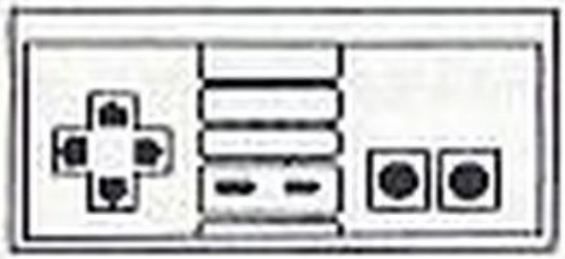
II. GAME CONTROL



Arrow Keys: Controls the Direction that King Neptune swims.

Start Button: Starts the game and pauses the game.

Select Button: Brings up the Map display.

Button A: Throws Bolts of Goodness! Detonates Bubble Bombs.

Button B: Throws Bubble Bombs.

Game Continue: Hold down Button A and press the Start Button.

Tear Drops: Tear Drops increase your power and allow you to continue your quest. When you run out of Tear Drops your journey comes to an end.

Sea Horse: Collect 12 Sea Horses and get an extra life.

Doorways: Passage ways between the undersea realms. To go through a doorway, enter it from the bottom pressing the Up Arrow Key.

Magic Key: Some Doorways require you to use a key to enter them.

III. SPECIAL OBJECTS

As you start on your journey to recover the stolen treasures, you will notice that the undersea world has been altered by evil forces. Sea creatures that were once your friends have been changed by dark magic into twisted enemies that try to stop you from reaching the sunken city of Atlantis, and your goal is to penetrate its inner chambers.

It is said that a dark tentacled creature of great power has made its lair in the legendary Inner Chambers of Atlantis.

On your journey you will need to use the special powers that have been bestowed on you.

BOLTS OF GOODNESS:

To throw a BOLT OF GOODNESS press Button A. Being hit by the Bolts will help sea creatures to shake off the spells that tainted them, and return them to their normal form.

BUBBLE BOMBS:

To throw a BUBBLE BOMB press Button B, then to cause the bubble to burst press Button A. These bubbles are created by the faint pulse of the Orb of Peace. They can be collected and used to neutralize dark magic.

IV. MISSING TREASURES

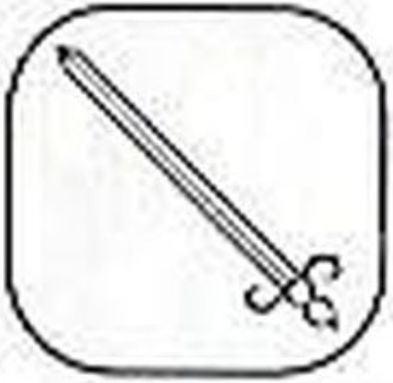
You must locate all 8 of these missing treasures, as well as the Powerful Orb of Peace to restore harmony to your undersea kingdom.

CROWN

GOBLET

FLAME

HAPPINESS



SWORD

POT OF GOLD

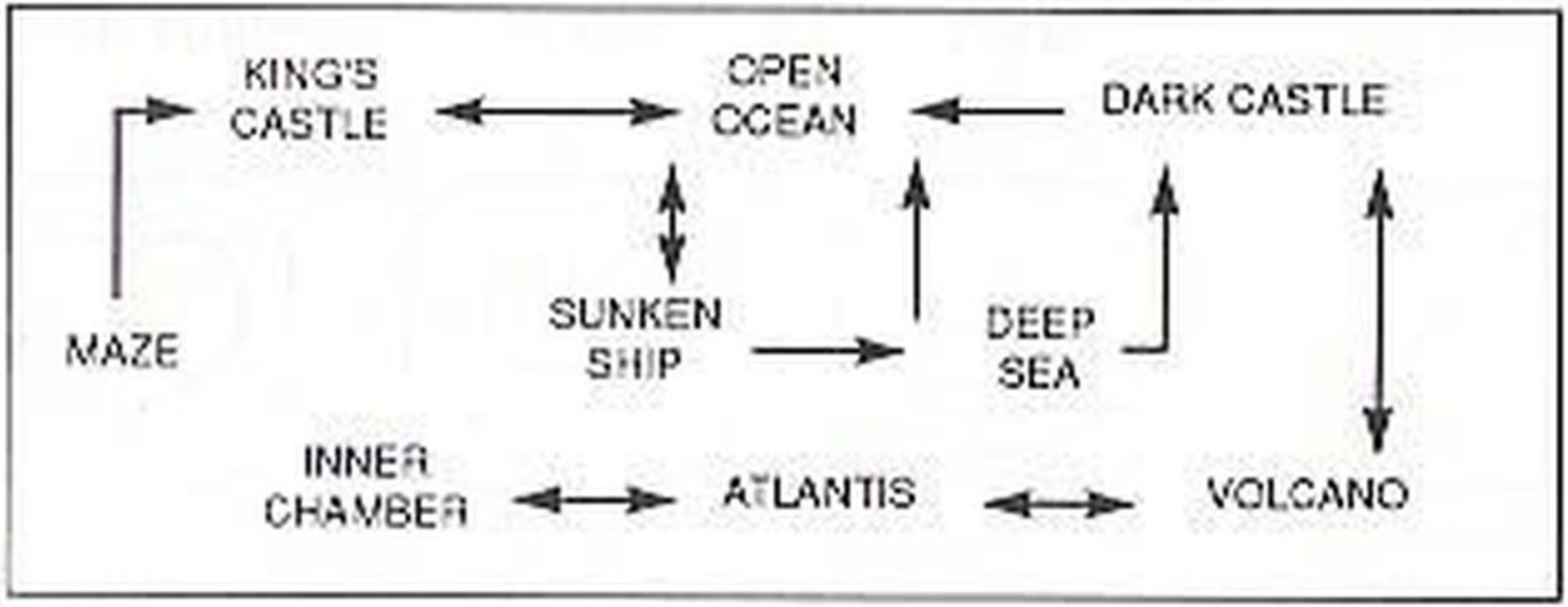
PEACE

LOVE

V. MAP DISPLAY

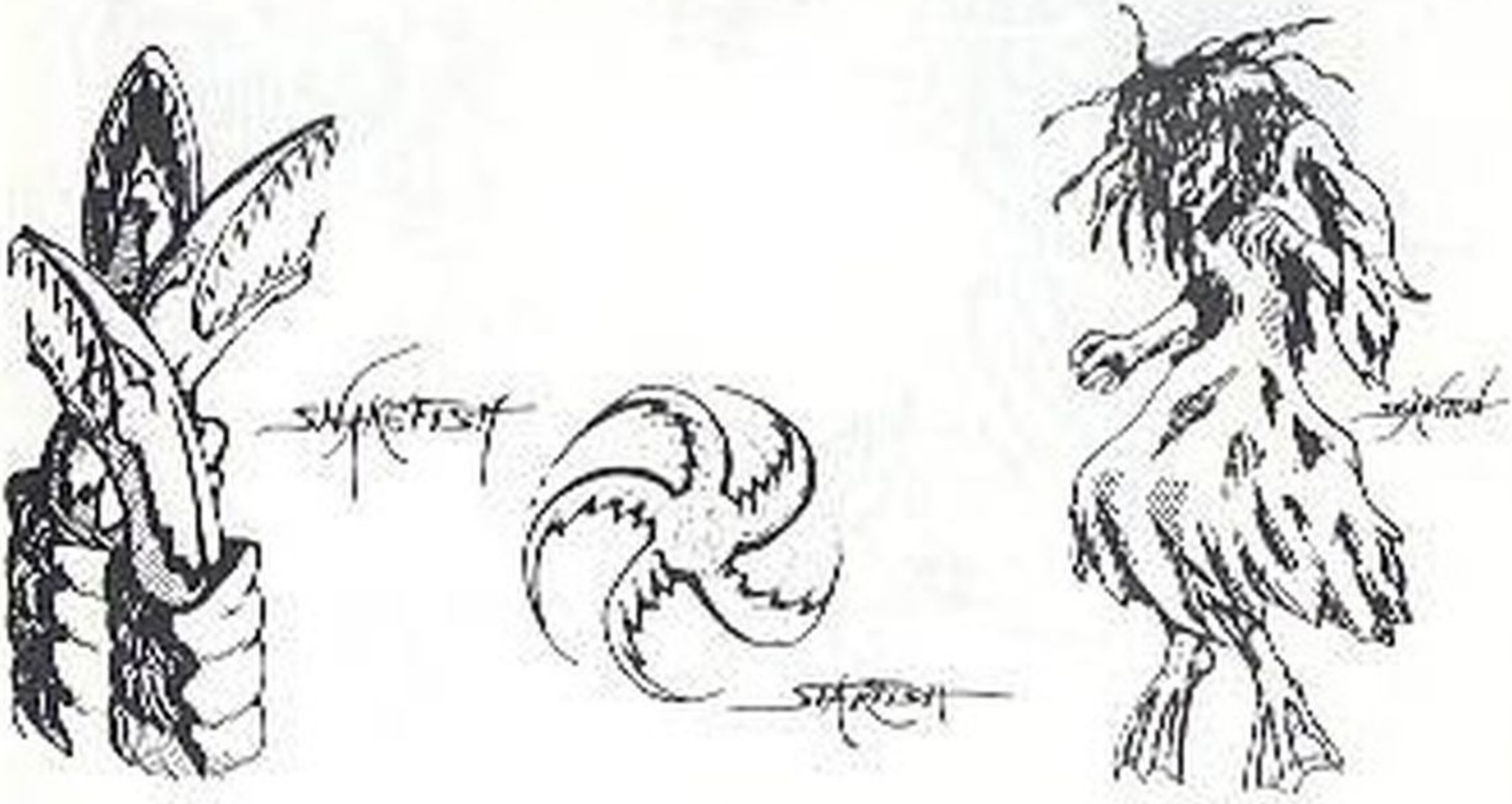
To view the map display press the Select Button any time during game play. X marks the spot of your present location.

TREASURES: Show the lost treasures that you have recovered.
PLAYER'S LIVES: Show the number of lives remaining.
SEA HORSES: Collect 12 and get an extra life.
BUBBLE BOMBS: Show the number of Bubble Bombs remaining.



VI. ENEMIES

As you explore the undersea world in search of your lost treasures, you will encounter many strange enemies. These are just a few of them.



VI. ENEMIES (Continued)

VI. ENEMIES (Continued)

VII. FINAL OBJECTIVE

Now you have everything you need to know to begin your quest. After you have found all 8 of the stolen treasures and have located the Orb of Peace, your journey will come to an end.

VIII. HINTS

- Bounce Balls off walls for extra power.
- Find Keys to enter new areas.
- Some creatures can only be cleansed with Bubble Bombs.
- Draw a map of the maze to keep track of where you have been.

May the spirits of the seven seas grant you the courage to complete your great mission.

GOOD LUCK!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®

90 DAY LIMITED WARRANTY

Color Dreams, Inc. (MANUFACTURER) warrants to the original purchaser that this Color Dreams Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original sales proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Color Dreams be held liable for incidental and/or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

KING NEPTUNE'S EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: ____/____/____ PHONE #(Optional): (____)____-_____

(CIRCLE THE APPROPRIATE CHOICES.)

1) DID YOU PURCHASE THIS GAME BECAUSE OF: A B C D E F
   A) HEARD IT FROM A FRIEND
   B) A MAGAZINE AD
   C) A MAGAZINE REVIEW
   D) ATTRACTIVE PACKAGING
   E) LOWER PRICE
   F) OTHER: _____

2) WHERE DID YOU PURCHASE THIS GAME? A B C D E F
   A) DEPARTMENT OR CHAIN STORE
   B) TOY STORE OR HOBBY SHOP
   C) VIDEO RENTAL STORE
   D) MAIL ORDER
   E) FLEA MARKET
   F) OTHER: _____

3) HOW MANY COLOR DREAMS GAMES DO YOU OWN: 1 2 3 4 5&U

(GRADING SCALE: A:EXCELLENT B:GOOD C:AVERAGE D:POOR F:BAD

4) GAME'S OVERALL ENTERTAINMENT VALUE A B C D F
5) PLAY ACTION A B C D F
6) GRAPHICS (COLOR, DESIGN, ANIMATION) A B C D F
7) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) A B C D F
8) DIFFICULTY LEVEL (A: TOO EASY ... F: TOO HARD) A B C D F

PLACE STAMP HERE

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2700 IMPERIAL HWY., BLDG. B
BREA, CA. 92621

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